

When designing my final project, I wanted to be able to make something that I could use not only to introduce myself to future masters students, but I thought I might also want to use it to introduce myself to my students next year. I considered making a poster about myself and my family, but having just took a technology professional development class in my district and learning how to make a Jeopardy game board, I decided to make a Jeopardy game about myself. I knew a game board would really get the students' attention and I also knew I could incorporate the principals of **CARP** into my game.

The four principals of **CARP** include **C**ontrast, **A**lignment, **R**epetition, and **P**roximity. When designing my Jeopardy Jody game, I first made sure I used a color pallet that took into account the **C**, contrast. I made sure I used a background that was pleasing to the eye but yet got one's attention. I felt the gradient colors I chose were vibrant but yet easy to look at. I chose a color for the text that was sure to stand out, white. Also, I made sure the text font that I chose would be easy to read for my younger students. At first I used a fancy font, but realized even though I liked it better, it really made it harder to read.

Next, I thought about **A**, alignment. I believe alignment is very important in power point presentations, which is basically what my Jeopardy board is built on. I made sure the questions were aligned in the same direction, on the same part of each page, and also the same size to draw ones attention to the questions and make it easy to read. I made sure I did not put the questions in the very middle of the page but set them off to the side to make it more appealing. When I attached the pictures to each page, I made sure I aligned the pictures under each question. Some of the pictures I rotated, some I left straight on the page to vary the alignment so the viewer did not get tired of each page. I also took into consideration that when you read you read from left to right, top to bottom so I also place the questions and answers accordingly on the page.

The third principal of CARP is **R**, repetition. I believe a power point presentation in itself takes into account repetition. Each page in my Jeopardy game board has the same color pallet to make it easy for the reader to follow. The repetition of color makes it pleasing to the eye as well; you are not over stimulated with too many colors. The repetition of the design of each slide also makes it easy to follow. Rather than placing the pictures in different areas of each slide, I placed them in the same general location on each slide.

Finally I considered **P**, proximity. Proximity requires one to consider placement of objects on the workspace. I wanted to make sure that I placed like items together. On my Jeopardy game board, it was pretty easy to consider proximity because I had only one image on each page and then text. I did have to consider where each picture was on the page and make sure the words where in the right proximity.

Creating my Jeopardy Jody game not only helped me consider the implications of CARP, but also helped me practice making a game board that I can use in the future to not only introduce myself to students and future class members, but I can also show this technique to my staff to use in the classroom. Teachers can make a Jeopardy board game to introduce content, review content, or assess content. I think it is important also to model for teachers the use of **CARP**. As teachers, we are always presenting material to students and we want to make sure we are making it as visually stimulating as possible. I think reviewing these principals with teachers will only make our instruction better!